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XBOX

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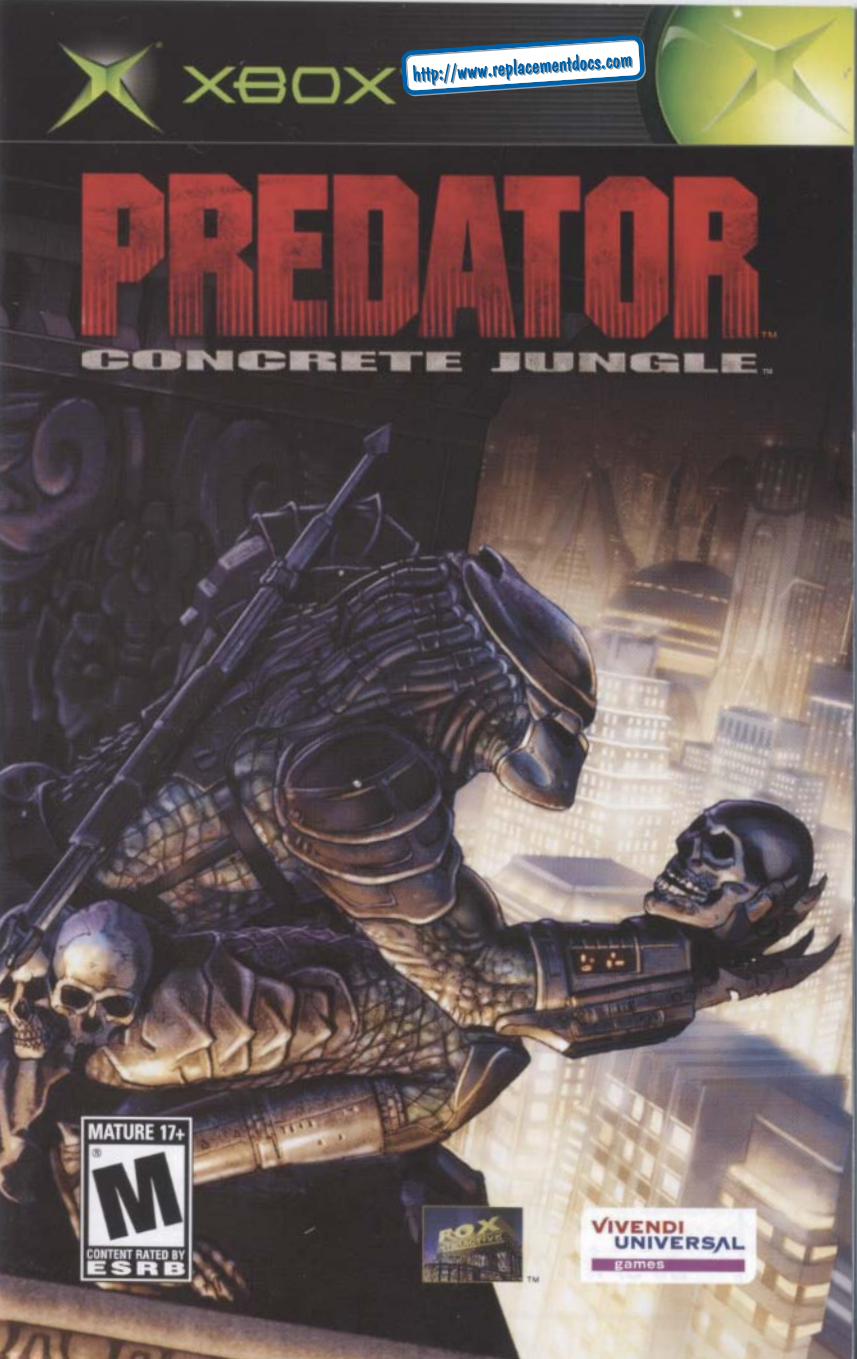

MATURE 17+

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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of games play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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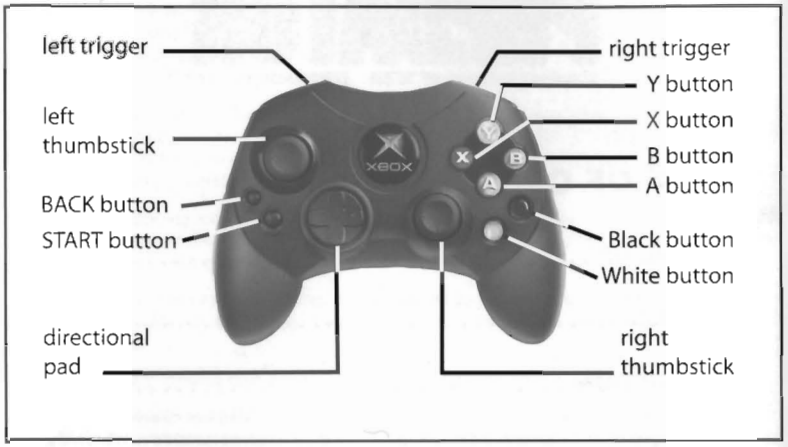
STARTING UP



USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Predator: Concrete Jungle*.

CONTROLS

Black button	1st person view (on/off)
left trigger	Center camera (pull); Lock on target (hold)
White button	Special move
right trigger	Ranged attack
left thumbstick	Move player (look around in 1st-person view)
right thumbstick	Move camera (lean in 1st-person view)
Click the left thumbstick	Toggle camera position (3rd person)/ Zoom out (1st person)
Click the right thumbstick	Center camera (3rd person)/Zoom in (1st person)
Y button	Heavy melee attack
B button	Light melee
A button	Jump
X button	Use gadget
directional pad press up	Cloak (on/off)
directional pad press right	Cancel vision mode
directional pad press left	Cycle vision mode
directional pad press down	Wrist blades in/out
START button	Pause
BACK button	Weapon select

INTRODUCTION

Banished to a remote planet for 100 years, the Predator returns to Earth in 2030, seeking to redeem itself for a century-old transgression. When the code of honor protecting the secrecy of an alien race was abandoned, strange and powerful technology fell into the hands of evil men. The Predator must now restore that honor through the complete destruction of those who violate it.

MAIN MENU

New Game Start a new game at one of three difficulty levels.

Load Game Load a saved game.

Options Change options for Controller, Camera, Audio and Game.

Once a new game is started or loaded you will be able to select from the following options:

Training A series of three optional training missions available at any time, designed to instruct starting players in Movement, Combat and Gadget use.

Chapter Select The main story of *Concrete Jungle*. Levels must be completed in order, so new levels will become accessible as you progress through the story.

Ritual Challenges Defeating powerful enemies in the story Chapters will unlock bonus Ritual Challenge levels.

Records Allows you to review statistics regarding your performance throughout the game.

Hunting Gear Allows you to examine the weapons currently in your arsenal. Extra weapons will be added to your weapon rack as you find them in the story Chapters.

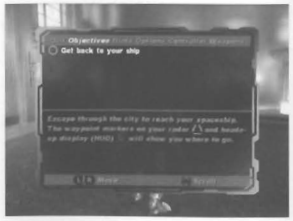
Costume Select Completing bonus missions in the story Chapters will unlock variant Predators for you to play as.

Trophies Defeating powerful enemies and completing bonus missions will add skulls and Clan awards to your trophy rack.

Save Game Save your progress throughout the game.

PAUSE MENU

Pressing the START button in game will bring up the Pause menu. Press the left and right triggers to toggle through the various headings and the directional pad to navigate the sub menus.



Quit Allows you to restart current level, view Level Stats, Quit to the Main Menu and Quit Level (quits to Chapter Select).

Objectives Review your current and completed objectives.

Hints During the game you will receive vital hints and tutorial points. You can review these messages at any point here.

Options Adjust various game settings—see Options Menu below.

Controller Edit your current controller configuration, including Vibration settings.

Weapons Review your available weapons and gadgets.

OPTIONS MENU

Adjust various game settings by highlighting one of the option selections with the directional pad up and down and pressing the directional pad left and right. Pressing the A button will enable/disable the selected option.

3rd Person Invert Horizontal Toggle between NORMAL and INVERTED for the camera in 3rd person only.

3rd Person Invert Vertical Toggle between NORMAL and INVERTED for the camera in 3rd person only.

1st Person Invert Horizontal Toggle between NORMAL and INVERTED for the camera in 1st person only.

1st Person Invert Vertical Toggle between NORMAL and INVERTED for the camera in 1st person only.

Enter 1st Person This option changes how the game goes into first-person view. You can choose between the camera view and the Predator view.

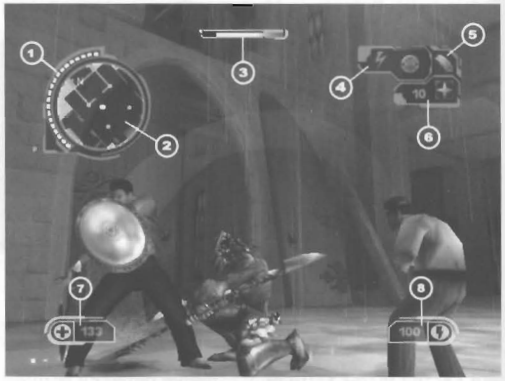
Camera Mode Set your camera mode to AUTO, MANUAL or TRACK.

Action Camera Toggle whether the camera will automatically spin to show off Executions as you perform them.

HUD Waypoint Markers	Objectives and points of interest may have markers displayed on screen; this can be toggled between ALWAYS or 1st PERSON only.
Show Subtitles	Turn subtitles on or off.
Music Volume	Adjust your music volume.
SFX Volume	Adjust your SFX volume.
Auto-equip Weapon	Toggle whether or not newly-acquired weapons automatically become your active choice.

GAME SCREEN

1. Alarm Meter
2. Radar
3. Enemy Health Meter
4. Active Equipment
5. Active Equipment
6. Active Equipment
7. Health Meter
8. Energy Meter



(1) Alarm Meter

Some levels require you to remain undetected by your prey in order to achieve success. The Alarm Meter will rise as enemies or security systems spot your presence, and if it fills completely then your hunt will be over. If you manage to evade your enemies and hide, the Alarm Meter level will drop again over time.

(2) Radar

The radar shows you waypoints—places of interest in the world—which are also overlaid into your normal view with a range-to-target readout.

Depending on which Vision Mode you are in, the radar will also show nearby characters of various types, and items such as recharge points.

(3) Enemy Health Meter

Powerful enemies will have their own health meters displayed on screen while you are fighting them.

(4)(5)(6) Active Equipment

These icons indicate your currently selected ranged weapon and gadget, along with whether you have your Wrist Blades extended or not.

(7) Health Meter

Your health meter decreases when you take damage. If you let this drop to zero, you will die.

(8) Energy Meter

Your energy meter decreases as you use your Cloak, Plasmacaster or Smart Disc. If this drops to zero, these items will no longer function until you find a recharge point.

ACTIONS

Walk/Run

- Move the left thumbstick slightly to walk in any direction.
- Move the left thumbstick all the way to run in any direction.

Controlling the Camera

- Move the right thumbstick to adjust the camera.
- Click the left thumbstick to toggle through the default camera positions.
- You can re-center the camera behind you at any time by pulling the left trigger or by clicking the right thumbstick.

Jump

(Default A button)

- Press the A button to jump.
- Use the left thumbstick to aim your landing.
- Press and hold the A button to crouch jump.
- Wall bounce by pressing the A button again when you jump against a vertical surface.
- Jump straight at a climbable surface to attach to it (see Tech Vision Mode on page 9).

Attack

(Default controls)

- Press the B button to perform a Light Attack using your Wrist Blades or Unarmed.
- Press the directional pad down to extend or retract your Wrist Blades.
- Press the Y button to perform a Heavy Attack using your Combistick, Glaive or Maul.
- Perform combinations of both buttons to vary your attacks and perform different finishing moves.

- While locked onto a target (see Target Lock-on section below), an icon will appear over the target's head when you can perform various special attacks by pressing the X button or by pressing both the X and Y buttons together. See the training levels in game.
- Pull the right trigger to launch a Ranged Attack with your projectile weapons.
- Attacking an enemy Unarmed will allow you to stun and grab them, after which you can carry them around or perform specialized killing moves.

Switch Weapons

You can have one light and one heavy melee weapon assigned to your attack buttons at any time, plus one ranged attack.

- Press the BACK button to bring up the Weapons select screen.
- Press the directional pad up and down to select the item, then press the directional pad left and right to cycle between the various items available.
- Press either the BACK or B button to return to the game when you are happy with your choices.

Target Lock-On

(Default left trigger)

- Pull and hold the left trigger to target the nearest enemy.
- When locked on to a target, you can switch targets by moving the right thumbstick in the direction of the alternate target.
- When locked on, your movements become relative to the target.
- When locked on, you can perform special moves on an enemy, such as Grapples and Executions—see the training levels in game.

Healing

(Default X button)

- Make sure you have the Medicomp as your active gadget, and press the X button to use it when your health is low. Your Medicomp uses up Healing Charges, so use it carefully.

Cloaking

- Press the directional pad up to activate your Cloak.
- To deactivate your Cloak, press the directional pad up again.
- Your Cloak is most effective if you remain motionless; the faster you move, the more chance the prey will detect your presence.
- Note that your Cloak will not work in wet conditions, so avoid these wherever possible while in stealth mode. Certain enemies and security systems may also be able to defeat your Cloak.

Vision Modes

- Press the directional pad left to activate your vision mode.
- To deactivate your vision mode, press the directional pad right.
- Press the directional pad left to cycle through your three vision modes (see below for details).

- Note that Vision Modes are only available when you are equipped with your Predator Mask.

Thermal Vision Mode

This highlights prey based on their body heat. Performing a detailed scan (by locking on to the target in first person) will analyze a target's armor and physical structure for weaknesses. By studying the resistance to the various attacks in your arsenal, you can choose the most efficient weapon for each kill.

Neuro Vision Mode

This is tuned to the electrical activity of the human brain and its pheromone signatures. This allows you to determine the current primary emotion of the prey, as shown by the following color key:

Green: Passive (non-threatening)
Flashing Green: Panicking
Yellow: Hostile (potentially aggressive)
Red: Aggressive
Flashing Red: Violent (attacking you)

A detailed scan (performed by locking on to the target in first person) will evaluate the prey's loyalty and highlight any nearby individuals who share that loyalty. Markers will be added to your HUD to allow easy detection of this prey group, even through intervening physical obstacles.

Tech Vision Mode

This detects fluctuating energy signatures which can be useful or harmful to you. Energy sources which can be used to replenish your power supply, mechanical enemies, electronic security systems, and surfaces which you can climb are the most common items highlighted.

A detailed scan (performed by locking on to the target in first person) will analyze a target's weaponry and technological equipment, plus any cybernetic augmentations. The scan can also be used to discover the properties of electronic security devices such as cameras. This will allow you to evaluate what threat the prey may present, and act accordingly to achieve a successful hunt.

1st-Person Mode

(Default Black button)

- Press the Black button to enter 1st-person mode. Pressing the Black button again will exit 1st person.
- Move the left thumbstick while in 1st person to look around.
- Move the right thumbstick while in 1st person to lean from side to side.
- Clicking the right thumbstick allows you to zoom in; clicking the left thumbstick allows you to zoom out.

CREDITS | Eurocom Developments Limited

Production/Design
Bill Beacham
Andrew Collins
Kev Harrison
Matthew Humphries
Richard Foster
Tim Browne

Project Management
John Whiston

Game Programming
Ashley Finney
Simon Mills
Greg Irwin
Jason Gosling
Joel Garabedian
Mike Halsall

Environment Art
Lee Ames
Adrian Mannion
Alan Pashley
Andy Bee
Anthony Stevens
Matthew Jeffery
Nigel Bentley
Richard Godwin
Simon Kirk
Stuart McReath

Character Art
Michael Boylan
Hans Johansen
Helen Jones
Justin Lawless
Sean Nicholls

Effects
Christopher Morehen

Storyboards & User Interface
Robert Smith

Animation
Martin McBain
Des Duggan
Stephen Oades

Player Animation
Ludovic Le Camus

Additional Animation
Darren Hyland
Jon Maine
Kenny Beard
Michael Ryan
Tom Noone
Tony Wills

Audio
Duncan Bradshaw
Music composed and performed by Ian Livingstone, courtesy of Tsunami Sounds Ltd. (www.tsunami.co.uk)
Opera Soprano–Kyla
Other vocals–Kevin Beckett

Engine Team
Ian Denny
Chris Jackson
Shane Clark
Ashley Finney
Mark Gornall
Kev Grantham
Andrew Hutchings
JL
Dave Looker
Stephen Robinson
Tim Rogers
Kev Stainwright
Steven Walker

Quality Assurance
Mike Robinson
Richard Charles
Thomas Crofts
Caven Lee
James Prestwood
Ed Richardson
Thomas Dhenin
Andrew Green
Jamie Small
Dominic Hallam

Tools Team
Mark Duffill
Diego Garcia Huerta
Ben Idoine
Jim Makin
Kev Marks
Andy Mitchell
Bob Smith
Kevin Thacker
Laura Zucchetti

Network Support
Dick Alton
Kevin Holt

Eurocom Special Thanks
Alastair Fell
Calvin Golkowski
Hugh Binns
Jose Garcia Camara
Karl Gillott
Leavon Archer
Lee Campbell
Mark Jackson
Mat Sneap
Neil Baldwin
Neil Davies
Paul Robinson
Rob Benton
Suzanne Watson
Terry Lloyd
Alex Skeith
Andrew Govan
Hayos Fatunmbi
Oliver Madden
Peter Livingstone
Richard Wilson
Steven Wakeman

Geoff Freeman
Jurgen Volmer
Richard Bridgland
Sarah Crompton
Double Negative Visual Effects,
The Moving Picture Company
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Vivendi Universal Games, Inc

Creative Services
Kathy Carter-Humphreys
Kristy Cheng
Grace Ching
Hayley Sumner
Andy Nuñez
Gretchen Clark

Voice Cast
Isabella, Mother—Tasia Valenza
Lucretia—Giselle Loren
Bruno—Fred Tatasciore
El Hongo—Armando Valdez-Kennedy
Hunter—David Sobolov

Additional Voices
Danny Arroyo
S. Scott Bullock
Arthur Burghardt
Keith Ferguson
Nika Futterman
Michael Gough
Kim Mai Guest
Nick Guest
Jennifer Hale
Nolan North
Marco Rodriguez
Debi Mae West
Dave Wittenberg

CG Animation Provided By
www.bluedreamstudios.com

Additional Predator FX courtesy of
Videosonics Cinema Sound, London

Fox Interactive

Special Thanks
Luke Letizia
Peter Byrne
Jamie Samson
Kate Carlyle
Greg Suarez
Steven Bersch
Kathleen Wendell

CUSTOMER SUPPORT

Technical Support
Phone: 800-630-0811, M-F, 6 am-6 pm EST

Internet: http://support.vugames.com

Customer Service
Phone: 800-757-7707, M-F, 6 am-6 pm EST

Mail
Vivendi Universal Games
4247 South Minnewawa Avenue
Fresno, CA 93725

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